Department of Accounts Payroll Bulletin

In This Issue of the Payroll Bulletin.....

PAT Enhancements

- Employee Position Report
- 1500 Hour Wage Report

The Payroll Bulletin is published periodically to provide CIPPS agencies guidance regarding Commonwealth payroll operations. If you have any questions about the bulletin, please call Cathy McGill at (804) 371-7800 or Email at cathy.mcgill@doa.virginia.gov

State Payroll Operations

Director Lora L. George
Assistant Director Cathy C. McGill

PAT Enhancements

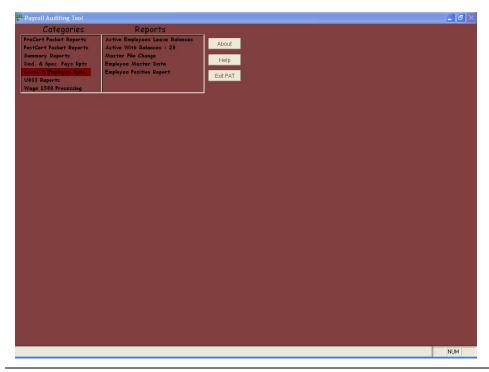
Introduction

A new and improved version of PAT is now available from our web site. This version includes the following new report and enhancements to the 1500 hour wage report. For assistance with the download process, please contact the security officer for your agency.

http://www.doa.virginia.gov/Payroll/PAT/PAT_Intro.cfm

Employee Position Report

Employee Position Report (EPR) The EPR report is required by the Department of Human Resource Management (DHRM) to capture the wage hours worked by calendar month and funding source for each state agency. This screen will allow agencies to generate the EPR report in summary or detailed format. Results from this report can be used to report the wage FTE count to DHRM.

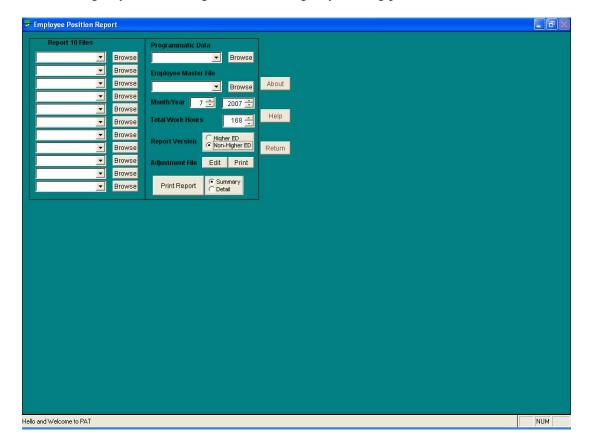


Employee Position Report (EPR), cont Each agency can have multiple Report 10s that need to be included. To generate this report, the user will be required to download these files from FINDS: at least one Report 10 (a maximum of eleven can be downloaded and executed simultaneously), one Programmatic Data file and one Employee Master File (EMF).

The Month/Year boxes are used solely for report title purposes.

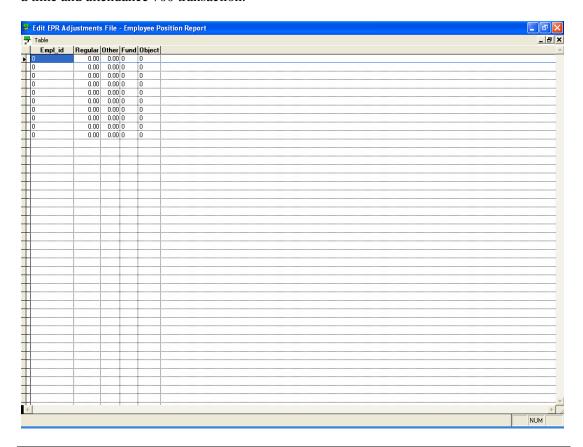
The Total Work Hours should be selected designating the total available work hours in the report period as defined by DHRM.

The Higher ED/ Non-Higher ED radio button should be selected based on whether a Higher Education agency or a Non-Higher Education agency is being processed.



Continued on next page

EPR -Adjustment File For each active wage employee on the EMF the detail report will list total regular and overtime hours and the corresponding programmatic data and percentage. Please note that at this time, special pay hours can not be included in these reports. Agencies that need to report these hours can make manual adjustments using the **Adjustment File** option. You would need to use this if an hourly employee was paid using a special pay 900 transaction instead of a time and attendance 700 transaction.



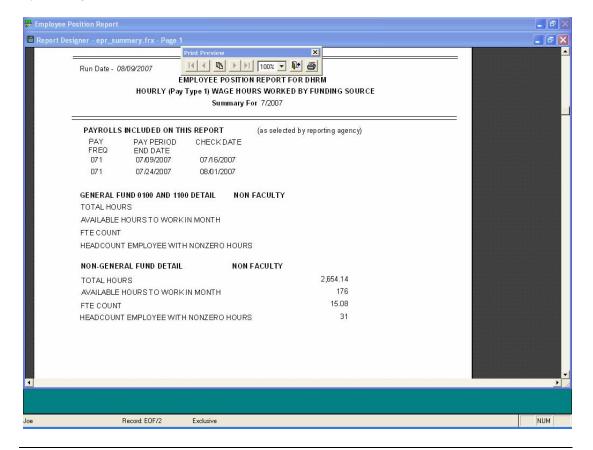
Continued on next page

Report for Non-Higher Ed Agencies

For Non-Higher education agencies:

The Summary Report will sum hours by funding source, i.e., General Fund in one total and all Non-General Funds in another total. General Fund is defined as Fund/Fund Detail equals 0100 AND 1100. All other Fund/Fund Detail values represent Non-General Fund sources.

The report will provide headcounts of actual number of wage employees with non-zero hours by funding source, i.e., General Fund and Non-General Fund.



Continued on next page

Report for Higher Ed Agencies

For Higher Education agencies:

The Summary Report will sum hours by funding source, i.e., General Fund in one total and all Non-General Funds in another total. General Fund is defined as Fund/Fund Detail equals 0100 AND 1100.

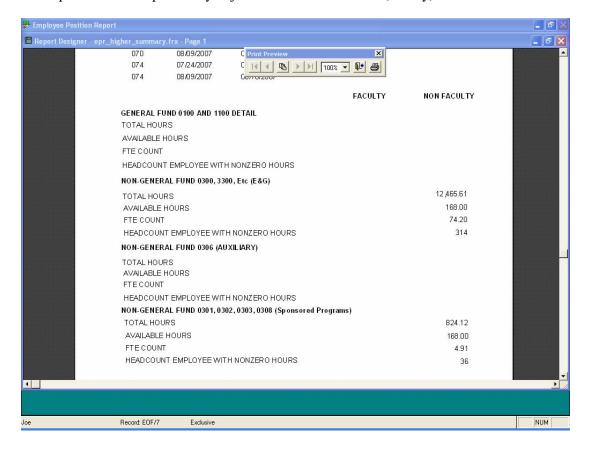
All other Fund/Fund Detail values represent Non-General Fund sources. The Non-General Fund dollars will be separated and subtotaled as follows:

Auxiliary (0306)

Sponsored programs (0301, 0302, 0303, 0308)

E&G (everything else including 0300 and 3300; but not 0100, 1100, 0306, 0301, 0302, 0303, or 0308)

The report will also separate any object codes 1142 and 1145 (faculty).



1500 Hour Wage Report

1500 Hour Wage Report

Two improvements have been made to the PAT 1500 hour wage employee report:

- Agencies can now set the threshold for the Warning Report.
- Agencies can specify the sort order and page breaks for both the 1,500 Hour Tracking and Warning Reports based on the organizational coding from the H0BID screen.

